

for AMSTRAD 464, 664, 6128





SUPERSOFT

INTERDICTOR PILOT

A space flight simulation

Thirty years ago space travel was a figment of the imagination of science fiction writers. In 1960 the odds against men landing on the moon within ten years were put at 10,000 to 1 against. One day, maybe sooner than you think, space travel will be commonplace. And one day there will be wars fought in space, perhaps between one country and another, perhaps between one civilisation and another.

The scenario

INTERDICTOR PILOT is a faithful recreation of events that have yet to happen. In the year 2131 eleven battlestations of the Jahdra-Gallan Alliance appeared in Federation airspace, thus violating the terms of the Limhof Concord - this was, of course, the event which started the First Galactic War. It was not until the middle of '33 when the first Interdictor Mk 2 was commissioned that the Federation could reasonably hope to halt the incursion of enemy battlestations into federal territory, but at first progress was hindered by a shortage of trained pilots - over 78% of recruits were lost during training.

The simulator

The high casualty rate amongst trainees was a cause of deep concern at Starbase Central Developments, and as a result a project was put in hand to develop a simulator that could be used in pilot training. Codenamed INTERDICTOR PILOT, this simulator was first used late in 2136, a few months before the Mk 3 version of the Interdictor came into service.

The program

With the aid of your home computer you too can learn to pilot the Interdictor Mk 3 craft. Study carefully the Pilot's Instruction Manual; practise at length in simulator mode before attempting live missions.

This is no game.


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